

Pyromancy		
1	Pyroclastic Flow	
5+ [9+] {12+}	36" [24"] {12"} Hex, Missile, Augment	Instant Damage
The target suffers D6[2D6]{3D6} Strength 4 hits with Flaming Attacks.		

Pyromancy		
2	Cascading Fire	
6+ [10+]	24" [6"Aura] Augment	Remains in play
At the Initiative 0 step of each Round of Combat involving the target, all enemy models in base contact with the target unit suffer a Strength 4 hit with Flaming Attacks. This is a Special Close Combat Attack.		

Pyromancy		
3	Scorching Salvo	
7+ [10+]	24"Aura Hex, Damage	Instant
The target suffers D3 [D6] Strength 4 hits with Flaming Attacks.		

Pyromancy		
4	Immolation	
8+	18" Ground	Remains in play
Place a round 3" diameter marker with its center on the selected target point and the marker more than 1" from all units. At the end of each Phase, each unit that has been in contact with the marker during that Phase suffers an Area Attack (4) with Strength 4 and Flaming Attacks. No unit can be affected by this more than once per Player Turn.		

Pyromancy		
5	Flaming Swords	
10+ [13+]	18" [6"Aura] Augment	Remains in play
The target's Close Combat and Shooting Attacks gain a +1 to-wound modifier, Magical Attacks, and Flaming Attacks.		

Pyromancy		
6	Enveloping Embers	
12+	24" Hex, Damage, Direct	Instant
Each model in the target unit suffers 1 Strength 3 hit with Flaming Attacks.		

Pyromancy		
T	Fireball	
	24" Hex, Missile, Damage	Instant
The target suffers D3 Strength 4 hits with Flaming Attacks.		

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